

Nintendo

GAME BOY[®]

INSTRUCTION MANUAL

DMG-JN-USA

JACK NICKLAUS[™] GOLF



TRADEWEST

Thank you for purchasing Tradewest's JACK NICKLAUS GOLF for your Nintendo Game Boy System. For maximum enjoyment, please read this instruction manual thoroughly before playing.



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LICENSED BY



Cautions During Use

- 1)** If you play for long periods, take a 10 to 15 minute break every hour or so.
- 2)** This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
- 3)** Do not touch the connectors or let them come into contact with water, as this may cause malfunction.
- 4)** Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
- 5)** Store the Game Pak in its protective case when not in use.

CONTENTS

Tee It Up With the Bear!	2
Controller Operation	3
Setting Up Your Game	4
Selecting Your Players	8
Game Options — Practice or Play	12
Gameplay — Tee to Green	13
On the Green — Putting	17
Hazards and Course Conditions	18
Scorecards and Statistics	19
Options Menu	20
Limited Warranty	21

TEE IT UP WITH THE BEAR!

Here's your chance to play four of Jack Nicklaus' favorite courses: Castle Pines, Desert Mountain, Muirfield Village, and Jack's Greatest (a combination of holes from all over the world). Play eighteen holes on your own, or with up to a foursome. You can choose between Skins Play and the very competitive Stroke Play. You have the option to hit the driving range, putt on the practice green, or even practice a hole before getting down to some serious golf. And a password feature allows you to save your game. Only the biggest name in golf could bring golf action this real to your Game Boy!

CONTROLLER OPERATION

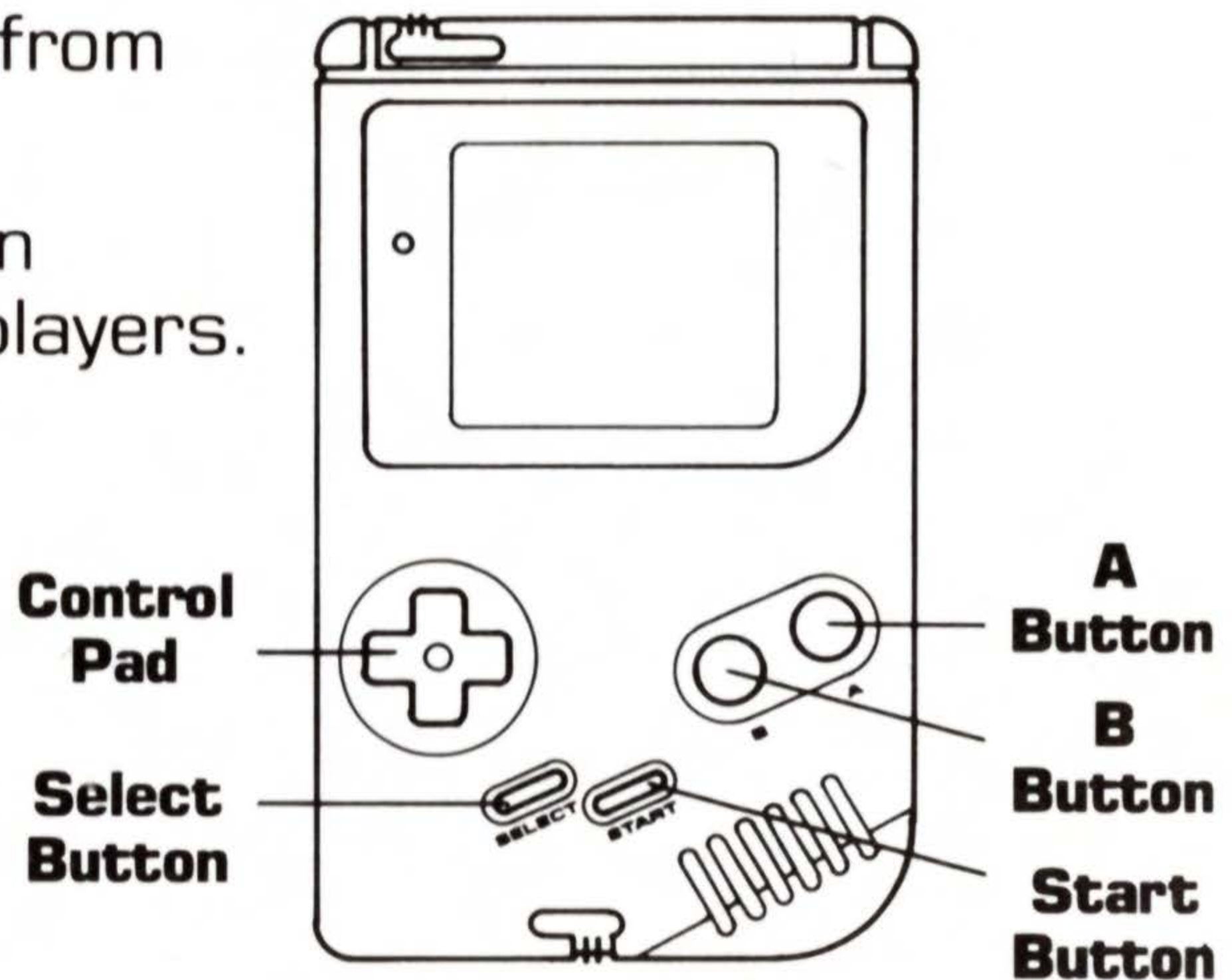
Control Pad: Press to move cursor up, down, left and right.

A Button: Press to proceed from one screen to the next. During gameplay, press to start swinging and to determine strength and direction of swing.

B Button: Press to proceed from one screen to the next.

Start Button: Press to begin playing after selecting your players.

Select Button: Press to proceed from player to player in the player selection screen. During gameplay, press to view the Options Menu.



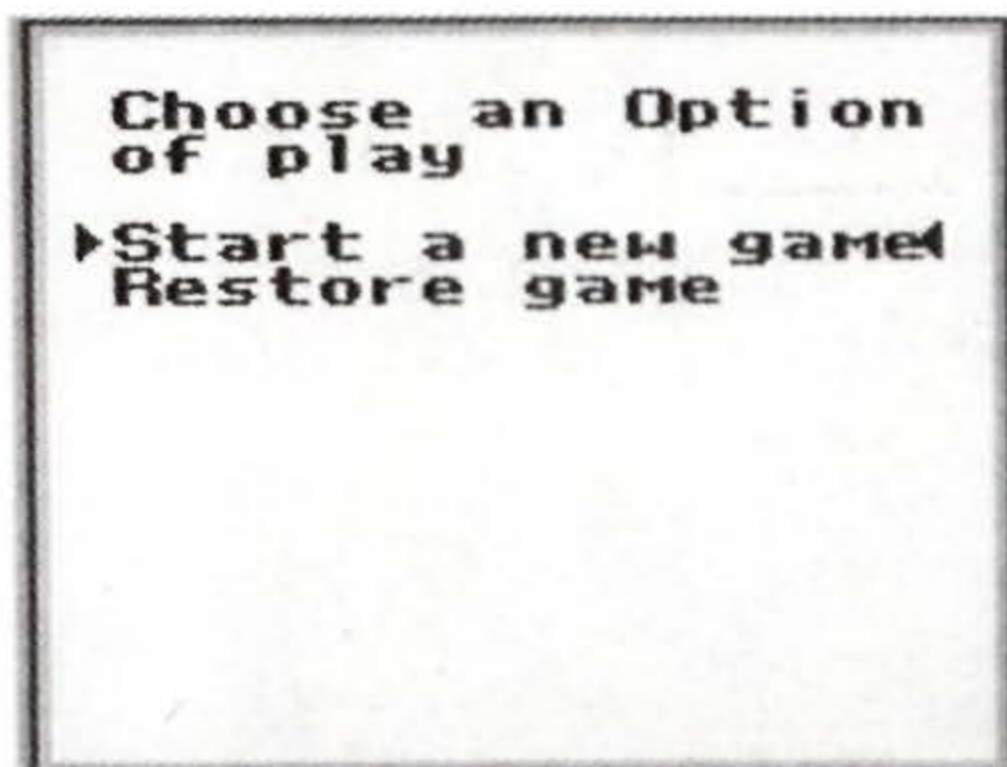
SETTING UP YOUR GAME



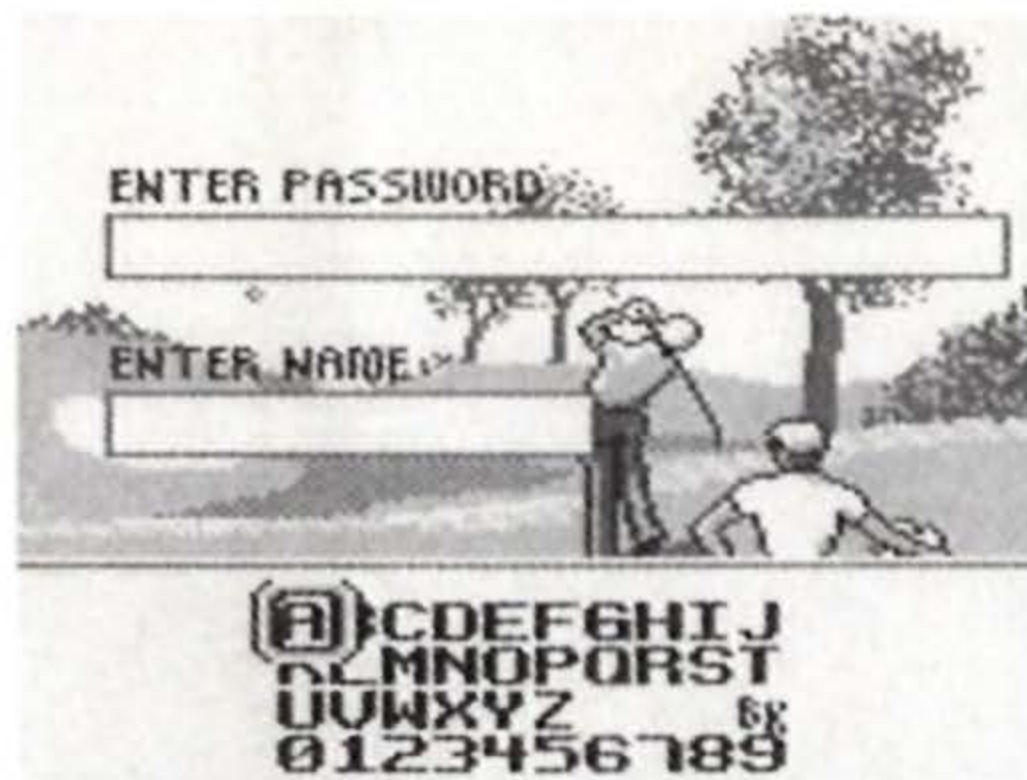
To begin, press "A" after the copyright notice appears.

CHOOSING A PLAY OPTION

You can either play a new game or restore a saved game. Use the Control Pad to highlight the option of choice.



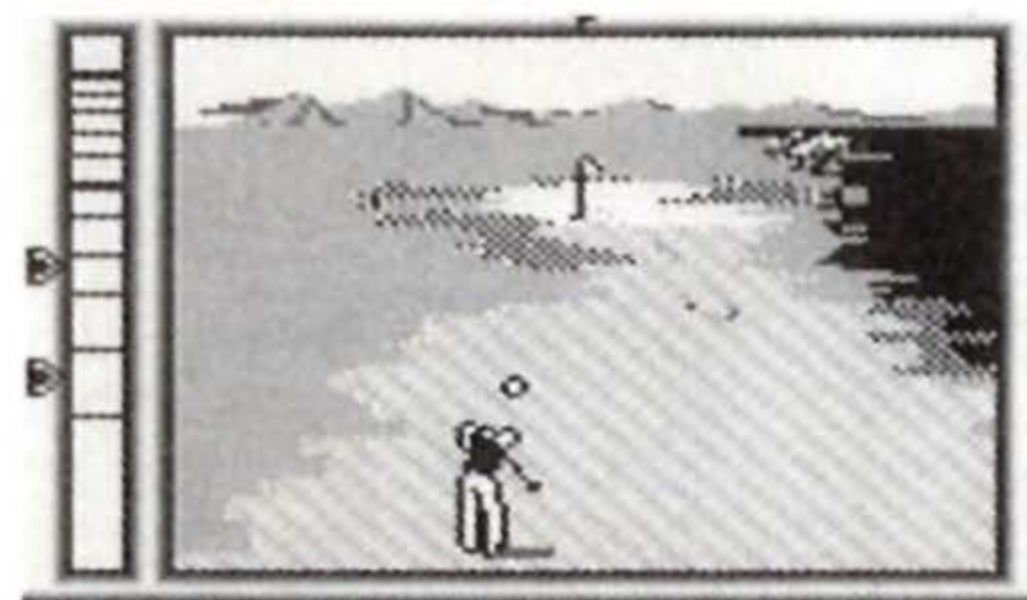
Start A New Game: This allows you to select the course, the type of game, and your player.



Restore A Saved Game: This allows continuing play for a 1 player saved game. Enter a password and your name, and play will continue with the next hole to play.

CHOOSING A COURSE

Use the Control Pad to highlight the course you want to play.



Last Shot 25y
Press A Button

JACK'S GREATEST: A combination of Jack's favorite holes.



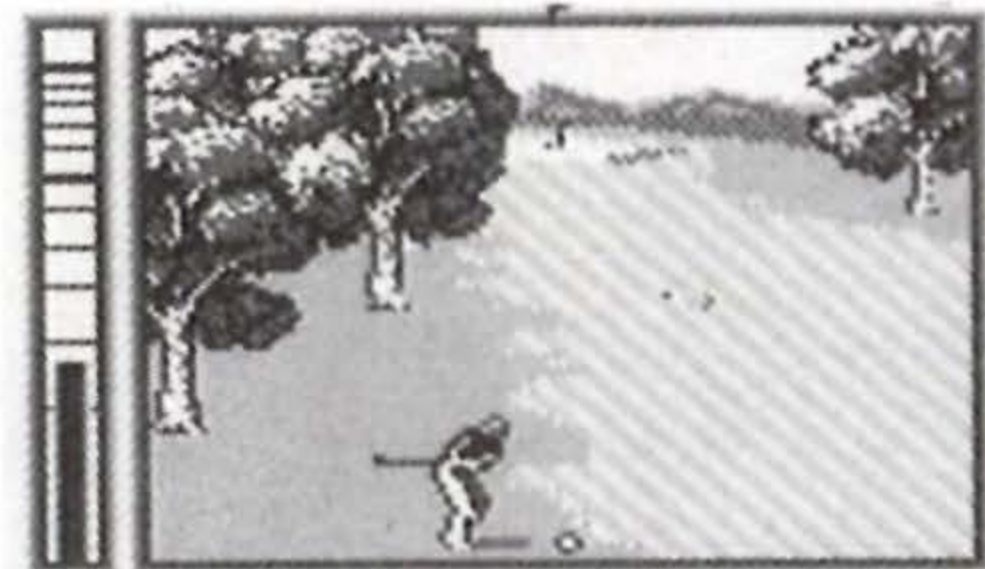
20 WIND
 PLAYER 1 PW 100y
 Dist 43y Hole 1
 Stroke 4 Par 5
 Total Even

CASTLE PINES: A mountain course.



22 WIND
 PLAYER 1 PW 100y
 Dist 43y Hole 1
 Stroke 4 Par 4
 Total Even

DESERT MOUNTAIN: A desert course.

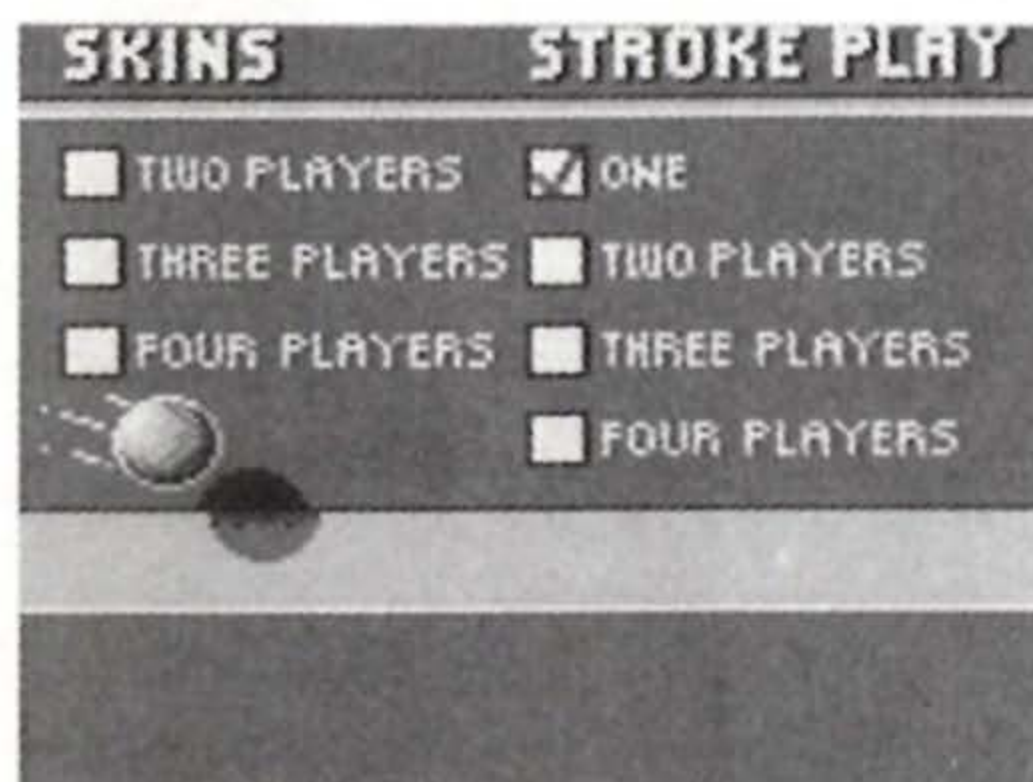


11 WIND
 PLAYER 1 6I 155y
 Dist 164y Hole 1
 Stroke 3 Par 4
 Total Even

MUIRFIELD VILLAGE: A parkland.

CHOOSING A TYPE OF PLAY

Use the Control Pad to pick the game type and number of players you want to play.



Skins Play: 2 to 4 players, playing for dollar amounts.

Stroke Play: 1 to 4 players, playing for the lowest total score.

CHOOSING PRIZES FOR SKINS PLAY

Use the Control Pad to highlight the option you wish to change.

Championship Skins: Resets hole prizes to default values.

Change Total Prize: Allows total play amount to be changed.

Change Hole Prizes: Allows tailoring of individual hole amounts.

SELECTING YOUR PLAYERS

PLAYER 1 ☒ MALE ☐ FEMALE
NAME
SKILL ☒ BEG. ☐ EXPERT
TEE ☐ PRO. ☒ MEN'S ☐ LADIES
COMPUTER PLAYER ☐ YES ☒ NO
PRESS SELECT TO
GO TO NEXT PLAYER
PRESS START TO BEGIN



Use the Control Pad to highlight particular decisions about each player. Press SELECT to go to the next player, and START to play.

Player Gender: Male or Female.

Name: To create a new player, input his/her name in the window below.

Skill: *Beginner* — Wind has less effect, and slices or hooks are less extreme. Your club is pre-selected for you.

Expert — Wind comes into play, and slices and hooks are more extreme. You must decide your club for each shot.

Tee: *Pro* — Farthest from the hole.

Men's — Far away, but not as far.

Ladies' — Closest to the hole.

Comp. Player: Allows selection of 9 different computer players. Any number of computer players can be selected, from one to the total number of players playing.

INTRODUCING THE PLAYERS

Jack N. The Golden Bear himself. Naturally, the Player of the Century plays at the expert level and hits from the pro tees. His shots are carefully planned and well-executed, and he hits the ball further than the posted distance for each club. Nicklaus is one of those rare golfers who almost always does exactly what he sets out to do.

Nancy D. Though enthusiastic, Nancy's just beginning. She often suffers a wicked slice on her drives. And long putts give her lots of trouble.

Lars X. Calls himself Mr. X and likes to think of himself as an expert — which is why he drives from the pro tees. Has a tendency to hook drives and pull putts to the left.

Babs R. A true competitor, Babs considers herself an expert. She usually hits the ball straight — with an occasional slice. When it comes to putting, she's overly cautious, and frequently leaves her putts short.

Art M. Art's a weekend golfer who could use a little practice. His shots tend to be short but straight. And his putts tend to be long and off-line.

Natasha. Natasha's a big hitter. She drives from the men's tees, and has played at the expert level for years. If she doesn't slice, her tee shots are beautiful. But she often lags her putts.

Eddie C. He's no Jack Nicklaus, but this guy's good. So good, in fact, he makes a living suckering players into a friendly game of Skins. Naturally, he plays at the expert level and drives from the pro tees.

Sally C. Though she's been playing for years, Sally is still a beginner. She just can't seem to get the swing of it. She hits from the ladies' tees. Her drives could go either way — hook or slice. And she leaves her putts short.

Curly O. Curly just took up golfing this year and loves it. Problem is, he doesn't really play that well. He shoots from the men's tees and plays at the beginner's level. His slices and his putts could end up just about anywhere.

GAME OPTIONS — PRACTICE OR PLAY

Play A Round: 18 holes, 9 out and 9 in.

Practice Hole: Enter hole number to practice.

Driving Range: Hit as many balls as you want to, with any club except the putter.

Practice Green: Hone your stroke. Get the feel for lining up your putts, playing the break, and controlling the speed.

Change Course: Choose any course you desire to play.

Change Players: Reselect your game and players to play.

GAMEPLAY — TEE TO GREEN

The course is
in good shape
for this round.
The greens are
normal. The
wind is out of
the north at 31
miles per hour.

Press A Button

Course Conditions: When a round is started, the course conditions will be randomly reset.

1st Hole

8th at
PEBBLE BEACH

"My Favorite
Shot in All of
Golf"

Press A Button

Hole Quote: Before each hole, a short quote will offer insight as to what lies ahead.



Hole Overview: An overhead of each hole will show the hole layout.

Play Screen: Play concentrates on a 3-quarter view of the field of play.



Choosing Your Clubs: Base your decisions on the yardage to the green.

Aiming Your Shots: The ball will fly in the direction of the ball aimer on top of the Play Screen.

Changing Your View: Move the ball aimer left or right, and a new view will be shown; or choose the Overhead view to dynamically change perspective.

Swinging: To control your swing, concentrate on the Power Bar on the left side of the screen. Pressing "A" starts your swing, "A" again determines strength, "A" again determines how far left or right of straight you hit the ball.

Ⓐ



Ⓐ



Ⓐ



Controlling Swing: Marks on the power bar represent 10% increments. Double wide marks are at 50% and 100%. Placement of the first mark on the power bar with respect to which club is used will determine how far the ball will go.

Hooks/Slices: Placement of the second mark above the 0° mark produces a hook, whereas below produces a slice.

Mulligan: If your tee shot went awry, you may choose to hit another ball (though you are allowed to do this only one time per round).

Replay: After a spectacular shot, you may choose to replay your shot.

ON THE GREEN — PUTTING

Aiming/Stroking: Move the aimer to direct the ball to the hole. Use the 3 button press on the power bar to control your distance and direction.

Reading Break: Unfortunately, most greens aren't flat. Ball direction will tend to travel in the direction of the Break Meter.

*Break
Meter*



How Much Break: The Break Meter shows the degree of the break for the green.

HAZARDS AND COURSE CONDITIONS

Wind Direction: Shown on the indicator if present.

Wind Velocity: In miles per hour, its value is below the wind indicator.

Course Conditions:

Wet — Slows ball, bounces less.

Normal — Normal golf play.

Dry — Fast ball, bounces more.

Rough: Hitting out of the rough will decrease your swing power. Use more swing or a bigger club to compensate.

Sand: Using a sand wedge will eliminate any loss of power. Other clubs can be used, but unpredictable results can happen.

Water/Out of Bounds: One stroke penalties apply. An option of replay — or if water, a drop option — is allowed.

SCORECARDS AND STATISTICS

Scorecards

Stroke Play: Each player's scores along with totals are shown.

Skins Play: Each player's hole prizes along with prize totals are shown.

Statistics

Longest Drive and Last Drive (in yards)

Close to pin, if hit green in regulation (feet)

of Fairways

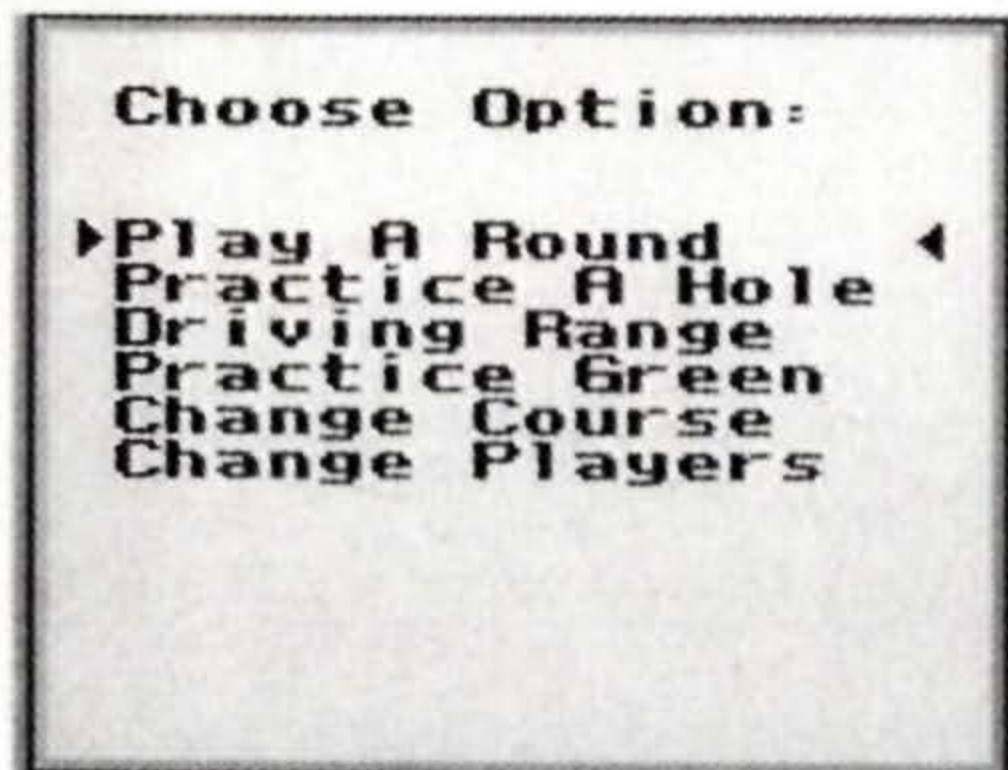
of Greens

Putts taken

Eagles, Birdies and Bogeys made

Move the cursor to the right to view each player's stats. If more than 2 players are playing, press "B" to switch players.

OPTIONS MENU



The Options menu is available by pressing SELECT during the play of the game.

Overhead View: Layout of the current hole.

Scorecard: Current skins or stroke score card.

Statistics: Current statistics of all players.

Conditions: Allows changes of current course conditions.

Club List: Shows available clubs and distances.

Replay: Replay a shot after it is taken.

Mulligan: Re-take a tee off shot, but only once.

Exit: Returns to game play.

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